



THE PUNISHER™

WAR JOURNAL



Volition Inc.



MARVEL

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A very small percentage of people may experience a seizure when exposed to certain visual images, including flashing lights or patterns that may appear in video games. Even people who have no history of seizures or epilepsy may have an undiagnosed condition that can cause these "photosensitive epileptic seizures" while watching video games.

These seizures may have a variety of symptoms, including lightheadedness, altered vision, eye or face twitching, jerking or shaking of arms or legs, disorientation, confusion, or momentary loss of awareness. Seizures may also cause loss of consciousness or convulsions that can lead to injury from falling down or striking nearby objects.

Immediately stop playing and consult a doctor if you experience any of these symptoms. Parents should watch for or ask their children about the above symptoms—children and teenagers are more likely than adults to experience these seizures.

The risk of photosensitive epileptic seizures may be reduced by sitting farther from the television screen, using a smaller television screen, playing in a well-lit room, and not playing when you are drowsy or fatigued.

If you or any of your relatives have a history of seizures or epilepsy, consult a doctor before playing.

Other Important Health and Safety Information. The Xbox Instruction Manual contains important health and safety information that you should read and understand before using this software.

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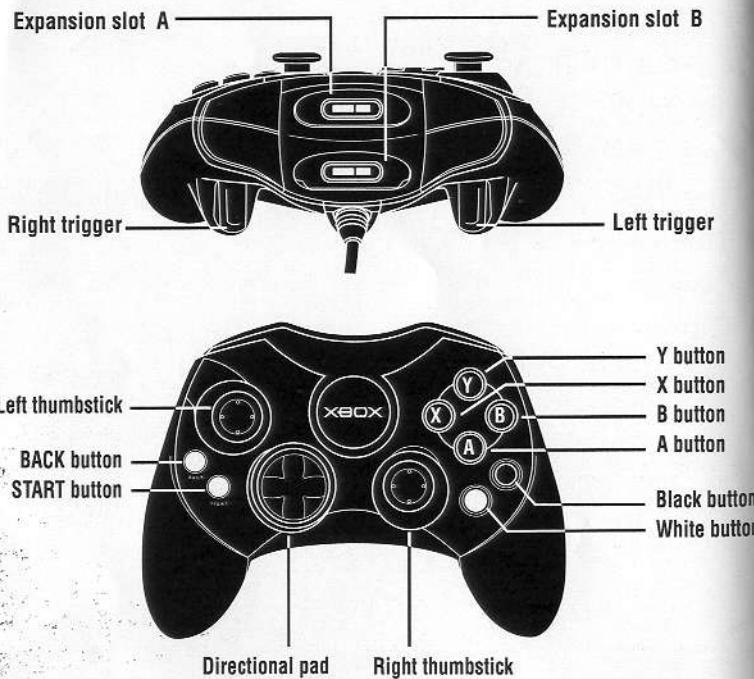
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Controls



CONTROLS (DEFAULT)

Left thumbstick: Move Punisher
Right thumbstick: Control Camera
X button: Perform Quick Kill
Y button: Enter/Exit Slaughter Mode/Knock Out Shield
B button: Roll/Dive
A button: Grab Shield/Start Interrogation/Talk
Left trigger: Secondary Fire/Throw Grenade
Click left thumbstick: Duck/Crouch Walk
Right trigger: Primary Fire
Click right thumbstick: Enter Fine Aim Mode
Directional pad: Switch Weapons
O button: Pick up item
• button: Pick Up Item
BACK button: Pause/Resume
START button: Enter In-Game Options Menu

MENU CONTROLS

Left thumbstick/
Directional pad: Navigate Menus
A button: Confirm Menu Selection
B button: Previous Screen

This game supports *Xbox Live* Aware. If you are an *Xbox Live* subscriber, *Xbox Live* Aware lets you view your friends list and see information about their status. You can also receive invitations to play other *Xbox Live* games online. To find out how to purchase a subscription to *Xbox Live*, go to www.xbox.com.

PRE-CARNAGE CHECKLIST

Profiles

Before immersing yourself in the brutal world of The Punisher, you'll need to create a new Profile. Use the directional pad to navigate the Profile menu, then press the **A** button to select an empty slot. From there, name your Profile (up to 8 characters) then select 'Accept' to enter the Apartment menu. You may also Copy and Delete Profiles from this screen by selecting the relevant file. If you select Copy, the new Profile must have a different name from the original. Be aware that, once deleted, Profile information is unrecoverable.



The Apartment

Frank's apartment is The Punisher's base of operations and all missions will start and end here. Inside the Apartment you have several options to choose from.



War Zone

The War Zone shows currently available missions as well as missions that The Punisher has already completed. Use the left thumbstick or directional pad to highlight a mission and then press the **A** button to enter the Briefing menu. From here you can check out the particulars of a given mission as well as swap your weapons with those currently available in your Armoury. Press the **A** button on "Start Mission" to begin that particular level.



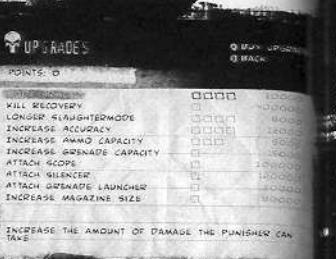
THIS ISN'T REVENGE

...it's punishment. You are Frank Castle, a.k.a. The Punisher™, a one-man vigilante army determined to clean up the streets by any means necessary. After losing your wife and children in a fierce gangland gun battle (innocent bystanders caught up in a hail of gunfire), you vow to never rest until every last bane of the criminal scum who terrorise the innocent are put down...permanently.



UPGRADES

Your performance on each level nets a number of Style Points to spend on Upgrades in the Apartment at the conclusion of each Mission. You must top your previous score in a given level for any additional Style Points to become available.



The following is a list of available Upgrades:

- Body Armour: Increases The Punisher's ability to take damage.
- Kill Recovery: Slightly increases The Punisher's health with each kill.
- Longer Slaughter Mode: Increases the duration of the Slaughter Mode meter.
- Increased Accuracy: Increases The Punisher's accuracy with specific weapons.
- Increased Ammo Capacity: Increases the ammo capacity of specific weapons.
- Increased Grenade Capacity: Increases the number of grenades The Punisher can carry.
- Increased Magazine Size: Increases the number of shots in each clip for specific weapons.
- Attach Scope: Attaches a scope to specific weapons for accuracy if zoomed.
- Attach Silencer: Attaches a silencer to specific weapons to attract less attention.
- Attach Grenade Launcher: Attaches a grenade launcher to specific weapons.

Extras

From this menu, you gain access to additional, unlockable goodies as well as additional gameplay modes. These include the following:

- Comic Covers: View unlocked full-colour comic book covers from The Punisher's lengthy career.
- Cheats: Activate unlocked cheats to enhance gameplay.



Options

The Options menu enables the player to customise the game, including Controls, Game, and Audio/Video Options.



Controls

From here you can adjust the following Options:

- Invert Camera: Enable or disable flipping of the camera.
- Control Style: Choose from several pre-set control types from the Advanced Controls menu.
- Default Settings: Restore all control Options to their original settings from the Advanced Controls menu.
- Crouch Toggle: Set the crouch button as a toggle.
- Zoom Toggle: Set the zoom button as a toggle.

Game Settings

From here you can adjust the following Options:

- Gore Level: Adjust the overall violence level.
- Default Settings: Restore all game Options to their original settings.
- Vibration: Toggle the vibration function on and off.
- Closed Caption: Turn subtitles on or off.
- Show Tutorial Messages: Display instructions in tutorial levels.
- Show style points: Toggle the score on or off in the HUD.

THE HUD



The HUD (Heads Up Display) shows a wealth of information about The Punisher. From this display you can track everything from his overall Health to the ammo remaining in his weapons. For more detailed information on each item, please use the following numbers which correspond with their on-screen counterparts depicted here:

1. Health Bar: Frank Castle is a remarkable man, but he is only human. The red health bar in the lower left corner of the screen represents his current health. As he takes damage, the bar shortens. If it is depleted, The Punisher dies. The bar can be replenished by breaking thugs with interrogation or by using Slaughter Mode.
2. Slaughter Mode Bar: The Punisher can enter a state of rage, dealing amazing amounts of damage in Slaughter Mode. The blue bar in the lower left corner indicates how long he can remain in this near superhuman state (for more info, please see Slaughter Mode on p.12).



3. Current Weapon: The Punisher's current weapon has a corresponding image on the lower right corner, two icons if he has dual pistols or rifles. If he's wielding grenades, a grenade icon appears when he is unarmed or brandishing a single rifle. A shield icon indicates The Punisher has a human shield and cannot dual-wield weapons until the thug is released or killed.

4. Remaining Ammo in Clip: The number directly beneath the weapon icon represents the amount of ammo that can be fired before emptying the clip, forcing a reload. The number turns orange when the clip is close to running out. The Punisher will also auto-reload after a few seconds of inactivity.

The Punisher will not automatically reload his rifles while using two at once. You can force him to reload his right-handed rifle, but he will drop his left-handed rifle to do so. Rifles in the left hand cannot be reloaded.

5. Total Remaining Ammo: The orange bar directly to the right of the clip number is how much total ammo remains for that weapon; it flashes when the ammo runs out.

If The Punisher runs out of rifle ammo, he holsters the rifle and draws pistols and vice versa. If Frank ever runs out of ammo completely, he'll have to rely on his fists and any implements he can grab.

6. Pick Up/Swap: Weapons and items on the ground can be picked up by moving The Punisher over them and pressing the or button. If the object is a second rifle of the type he's currently wielding, he'll use both to mow down foes. If not, he'll discard his current weapon.

7. Score: The current Score and Combo are displayed in the upper right corner of the screen (please see Scoring on p.10).

8. Pain Indicators: A red pain indicator appears on the top, bottom, left, or right sides of the screen to show which direction the attack is coming. If all four light up at once, The Punisher is taking environmental damage (from fire, for example).

9. Information Boxes: These pop-up boxes provide information about ammo, interrogation instructions, dialog subtitles, etc. These typically appear in the upper left corner and stay for several seconds.

THE CARNAGE

Scoring

The Punisher, scoring is very important since it's the only way to earn points for Upgrades at the end of each Mission. There are three elements to maximising a score:

- Total: This shows the total number of style points attained in the current level.
- Combo: This represents the current streak of consecutive kills. Every fifth kill or successful interrogation increases the combo multiplier by one. Achieving long combos is the quickest way to a massive, overall score. The combo multiplier resets when The Punisher takes damage or harms an innocent.
- Mix It Up: The surest avenue to garner higher point totals is to vary the manner of inflicting carnage as The Punisher rampages throughout a given area. Mixing up Quick Kills, Environmental Special Kills, and garden variety gunshot wounds maximise your scoring potential.

Interrogations and Quick Kills

The basic idea behind Interrogations is to squeeze enemies for valuable information. This could unlock hidden rooms, uncover weapon caches or reveal back-story and enemy secrets. It's also a good way to rejuvenate Frank's life bar.

General Interrogations

After grabbing a shield (any enemy you can wrap your hands around), The Punisher can usually employ four basic types of Interrogation

anywhere in the level:

1. Choke
2. Face Smash
3. Punch
4. Gun Tension



You use either the right or left thumbstick to control the amount of abuse you inflict on Frank's victim. Move the thumbstick up and down to heighten the pressure on the informant.

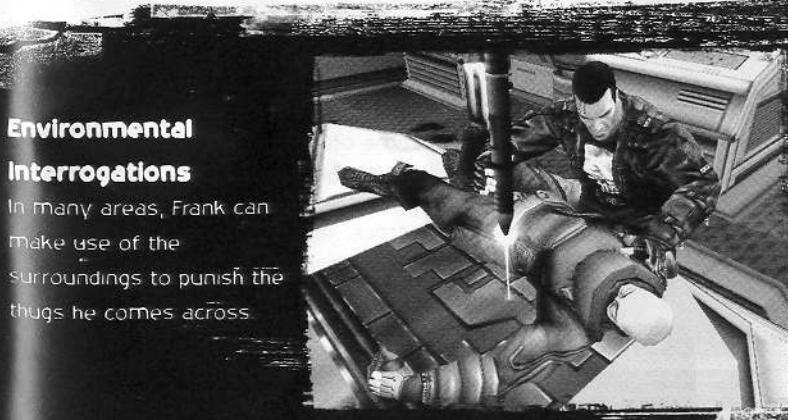
Use punishment to raise the victim's fear bar to the orange section of the interrogation meter and hold it there until the criminal is broken.

Focus on interrogating foes with skulls above their heads, as they possess important information.

You can always return an enemy to the shield position to take the heat for Frank. Shields are good for protecting Frank's Health Bar.

Each successive choke, punch, or face smash reduces the shield's health and, if you're too aggressive, might bring the questioning to a premature end. If you successfully break one, you hear a chime, see "Broken!" appear on-screen, and he tells you what he knows. Then you can do what you wish with him, be it returning him to the shield position or ending him right then and there. However, you will lose Style Points if the interrogation comes to an abrupt end.

Note: Style Points are deducted from The Punisher's score if he kills a criminal during General or Environmental Interrogations.



Environmental Interrogations

In many areas, Frank can make use of the surroundings to punish the thugs he comes across.

Environmental Interrogations can occur in areas with glowing white spots on the ground. Simply grab a shield and manoeuvre him over to one of these spots, then begin the Interrogation.

As in General Interrogations, use either the left or right thumbstick to control the pressure on the victim and be careful when punishing the thug.



Quick Kills

Each weapon in The Punisher's burgeoning, criminal-crushing arsenal has a number of Quick Kills associated to it. Depending on the weapon, Quick Kills use ammunition, reducing ammo levels appropriately. Perform these by getting close enough to a foe to display the Quick Kill prompt on-screen.

Special Kills

In addition to instant Quick Kills, The Punisher can also perform Environmental Special Kills (denoted by an orange spot on the ground). As with Environmental Interrogations, you need to take a shield and manoeuvre him into the highlighted location before taking him out when the Special Kill option appears on-screen.

A successful Quick Kill gains The Punisher a sliver of a bar on to his Slaughter Meter, while a successful Special Kill will earn more on the Slaughter Meter.

Tip: Additional unmarked environmental kills can be performed by throwing criminals off of ledges and into various parts of the environment.



Slaughter Mode

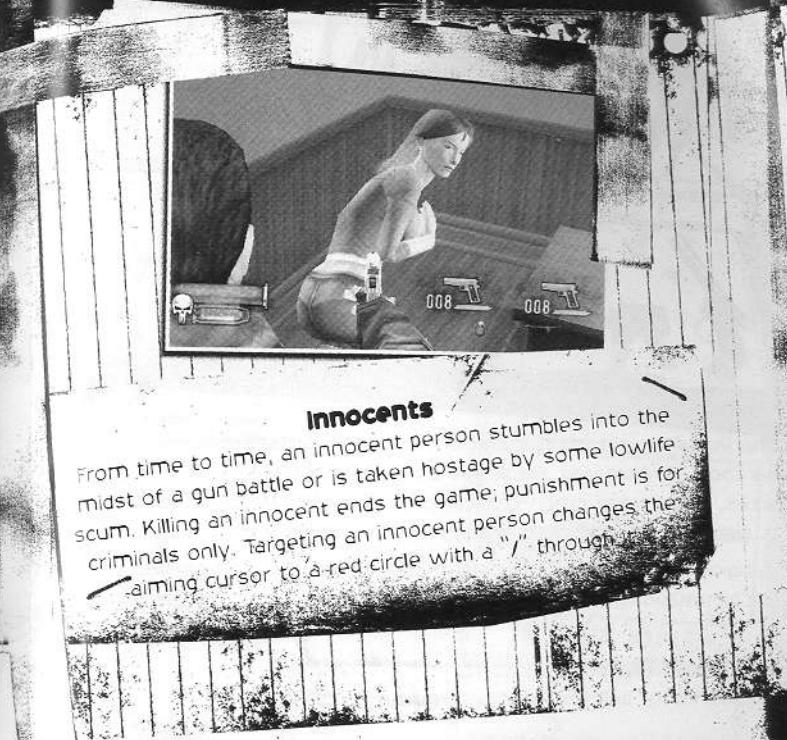
When it's time for the kid gloves to come off, The Punisher can enter Slaughter Mode. The Slaughter Mode bar is the blue bar in the lower left corner. This meter gradually depletes while The Punisher is in Slaughter Mode. Once it's empty, he returns to his previous state, whether that's armed or unarmed.

During Slaughter Mode, The Punisher will:

1. Have a slowly increasing health bar.
2. Take less damage.
3. Have increased speed.
4. Have unlimited throwing knives.
5. Auto-target the nearest thug with his throwing knives.

While in Slaughter Mode he cannot:

1. Take a human shield.
2. Hold a rifle or dual pistols.
3. Duck or crouch walk.
4. Throw grenades.
5. Switch weapons.
6. Go into fine aim mode.



Innocents

From time to time, an innocent person stumbles into the midst of a gun battle or is taken hostage by some lowlife scum. Killing an innocent ends the game; punishment is for criminals only. Targeting an innocent person changes the aiming cursor to a red circle with a "/" through it.



Medals

After completing a level and meeting certain criteria, The Punisher can earn one of three medals: bronze, silver, or gold. Bronze is available on all difficulties. Silver is available on Medium and Hard, while gold is reserved for the Hard difficulty only. These medals unlock various Extra modes, concept art, and more.

Saving the Game

All progress in your game is automatically saved when you reach a new section or complete a mission. To continue a mission from where you left off, go to the War Zone and select the mission denoted with The Punisher skull.

THE ARSENAL

"NEVER POINT A FIREARM AT ANYTHING YOU ARE NOT WILLING TO DESTROY..."



The Punisher is a master craftsman, but a craftsman is only as good as his tools. To that end, Frank has a staggering array of weaponry in all sizes, shapes and cretin-crunching calibers with which to mete out punishment to all foolish enough to stand in his way.

Ranging in size, shape, and sheer destructive power, here's the complete list of weapons available as you proceed throughout the game:

Machine Gun

30 pounds of belt-fed, hip-fired, Hell-on-Earth.



MACHINE GUN

5.56MM Assault Rifle

Considered among the best assault rifles in the world.



5.56MM ASSAULT RIFLE



7.62MM ASSAULT RIFLE

7.62mm Assault Rifle

Versatile, reliable, and easy to use.



Automatic Shotgun

A precision-engineered, lead-breathing dragon.



AUTOMATIC SHOTGUN

Sniper Rifle

Can kill a drug dealer at 1400 yards.



SNIPER RIFLE

Anti-tank Weapon

Death in a disposable, three-foot-long tube.



ANTI-TANK WEAPON



FLAMETHROWER

Flamethrower

Perfect for campfires and barbecues.



BATTLE RIFLE WITH SCOPE

Battle Rifle with Scope

The future of infantry warfare.

5.7mm Submachine Gun

Sleek, top-loading, ergonomic design.



5.7MM SUBMACHINE GUN



.40 CAL SUBMACHINE GUN

.40 cal Submachine Gun (SMG)

Compact, accurate and reliable submachine gun chambered for a cartridge with increased terminal effects on the target.



HAND CANNON

Hand Cannon

For times when size matters.



.45 CAL MACHINE PISTOL

.45 cal Machine Pistol

18 rounds per second, right in the palm of your hand.



MACHINE PISTOL 5.56 MM

Machine Pistol 5.56mm

Powerful. Compact. The ultimate machine pistol.



.50 CAL SEMIAUTOMATIC PISTOL



GRENADE LAUNCHER



REVOLVER

Grenade Launcher

Fires low-velocity, 40MM grenades.

Revolver

Slow to load, but accurate and reliable.

.45 cal Semiautomatic Pistol

Classic design. One-shot stopping power.



.45 CAL SEMIAUTOMATIC PISTOL

THE GOOD, THE BAD AND THE (VERY) UGLY

The Punisher encounters a legion of foes standing between him and the completion of his quest, but he also has help from several friends as well. The following are a few of those whom you can expect to encounter throughout your adventure.

THE GOOD

Detective Martin Soap

Soap tries to put up a hard front, but he's pretty brittle. He's a down-on-his-luck loser who's had a string of bad luck both personally and professionally, and he's basically resigned to being screwed for the rest of his life. He has flashes of assertiveness but backs down if challenged.

Lieutenant Molly von Richtofen

Compared to Soap, Molly has a softer outside, but with iron underneath. She's pleasant and persuasive when that seems likely to get her what she wants, but she can turn aggressive and hard-edged if thwarted or if she thinks that's a better tack to take in a certain situation.

DO NOT REMOVE



Molly O.

THE BAD

The Gnucci Family

The Gnuccis are ruled by their matriarch, Ma Gnucci, and bound by family ties. Ma's sons serve as lieutenants in her organisation. This is a typical MC syndicate that's into local crime such as controlling unions, illegal gambling, and drug-running.

They tend to carry small arms—pistols and shotguns. Elite members of the family are occasionally armed with submachine guns.

THE RUSSIAN MERCS

This group's chain of command is in continual disarray, with the toughest

thug of the moment leading while those beneath him continually jockey for more power. Its members are ruthless, lacking mercy or concern for collateral damage. They are all ex-Russian military, banded together to carve out power and wealth for themselves. They control dockyards and shipping, smuggling assault rifles, high-end weapons, and explosives.

The mercenaries tote heavy firepower and a lot of it. Their basic rifle is the 7.62mm Assault Rifle, although it isn't unusual for a mercenary to pull out heavier hardware, such as a flamethrower.



Bushwacker
He's a professional assassin and a bad, bad man. A former CIA agent, he's a weapons expert available to the highest bidder. He's gruff, tough-talking, and hard-edged, with no tolerance for weakness. Cybernetic weaponry implants make him a dangerous foe.



This Yakuza syndicate is tightly controlled, with a strict hierarchy, ruled by a small number of seldom-seen leaders. This organisation specialises in high-tech crime with global connections, operations involving lots of cash and high stakes—counterfeiting, credit fraud, software piracy, etc. Money is laundered through legitimate financial enterprises that they control.

Members are very well armed and equipped with the latest sniper rifles and pistols.

THE (VERY) UGLY

General Kreigkopf

Kriegkopf is an American, a massive former general in the U.S. military, now gone rogue and in charge of an organisation of Russian mercenaries. He's absolutely ruthless, cruel, and brilliant. While still in the Army, he assaulted a subordinate and rendered him paralyzed. He skipped bail while awaiting trial, escaped to Russia and worked his way into his current position. He gives orders that he expects to be obeyed instantly. A very dangerous man by any measure.



THE RUSSIAN

A huge brute of a man, The Russian is thoroughly amoral and extremely violent. He's a combination professional assassin and one-man death squad. He almost never uses weapons, preferring to get up close and personal with his victims, killing them in an extended brawl. He does have a twisted sense of humor that manifests itself while he's beating his victim senseless, but he's deadly serious about his work.



Levels

Here you'll find a selection of the locales The Punisher finds himself visiting in his quest to bring his foes justice, in his own unique way.



Central Zoo

The Central Zoo, after hours, is controlled by Gnucci mobsters eager to make their names by taking down The Punisher.

Controlling Syndicate:
Gnucci Family



Gnucci Mansion

Expect heavy resistance as family members join the fray to defend their home.

Controlling Syndicate:
Gnucci Family

The Harbour

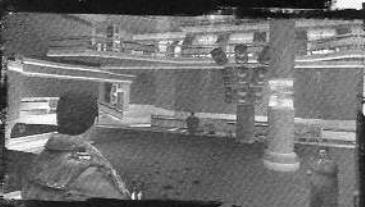
The thick fog hides The Punisher as he prowls the docks. Well-trained mercenaries await him around every claustrophobic twist and turn.

Controlling Syndicate:
Russian Mercenaries

The Dance Club

The Punisher is definitely not on the A-list. Yakuza members make it a matter of honor to stop him...or die trying.

Controlling Syndicate:
Eternal Sun



TIPS

- If you empty one gun, don't keep carrying it around; pick up a fresh weapon from a fallen foe.
- Remember: Use grenades for crowd control.
- You can still take damage while interrogating enemies, so don't attempt this in the midst of a firefight.
- Variety is key: you rack up more points by varying the means by which you eliminate foes.
- Use the camera to your advantage to peek around corners and avoid running Frank into an ambush.
- When low on health, grab a thug and interrogate him before pressing on. Better yet, once you've broken him, return him to shield position to provide "body" armour.

Customer Support

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THE PUNISHER